Astro Attack™

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SYSTEM REQUIREMENTS

Apple® II, II+ or Franklin Ace™ 1000 • 48K RAM
DOS 3.3 • One Disk Drive

T.M.

Softsmith™

SOFTWARE

Astro Attack
APPLE II
FRANKLIN G1021
Astro Attack

SOFT SECTORED
SINGLE SIDED
DUAL DENSITY

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OVERVIEW

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This is an action game! You control a rocket ship: ordering it to climb, dive, change direction, fire salvos and drop bombs. As you scan the landscape below, you will spot targets for your neutrostatic bombs. But if you miss, the defenders fight back with their deadly laser cannon. In the air you are confronted by fighters, mother ships, and "smart bombs" that track your ship, demanding your best evasive maneuvers. If all that is not enough, you can increase the "difficulty" level so Astro Attack is always a challenge.

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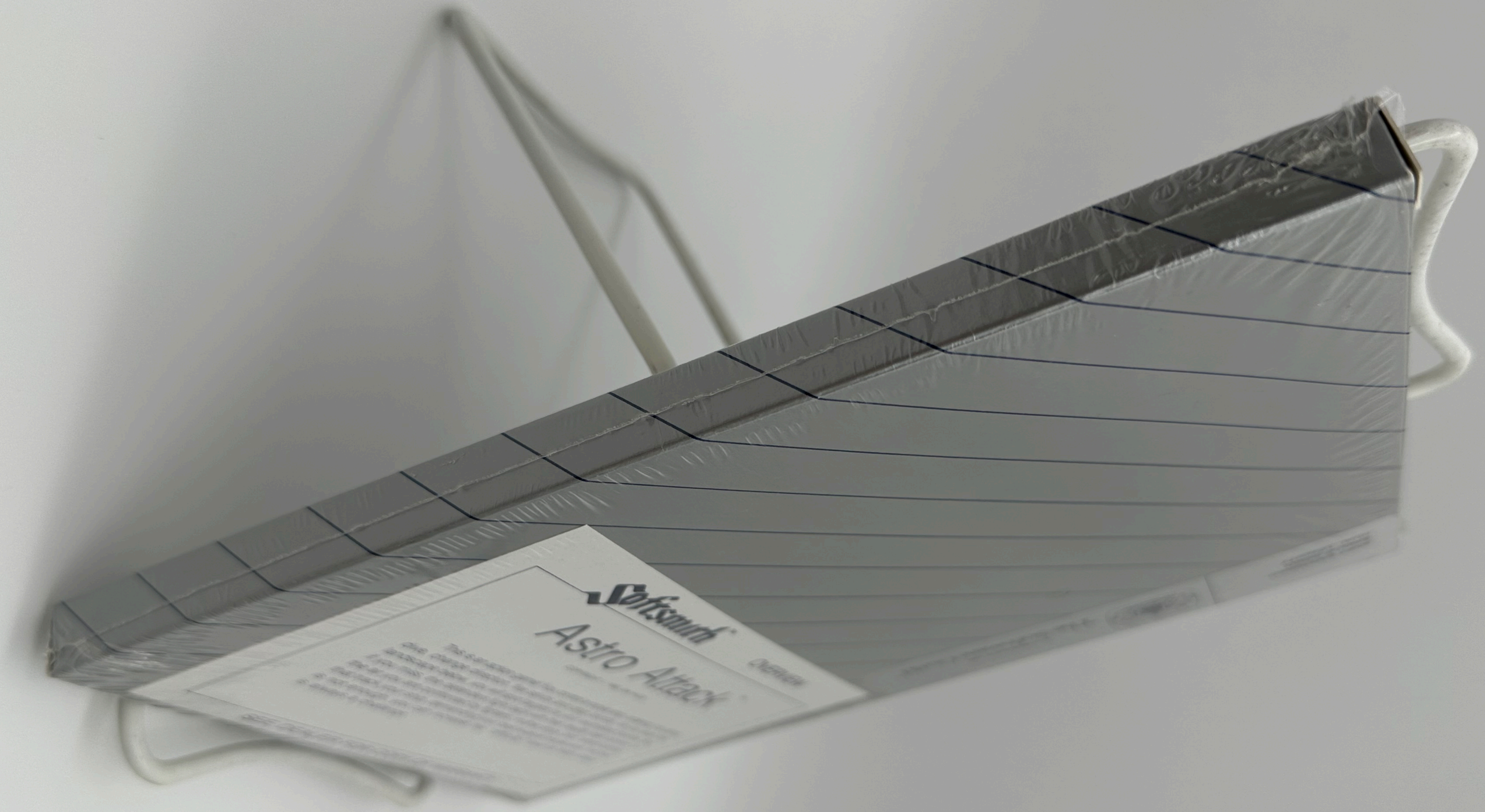
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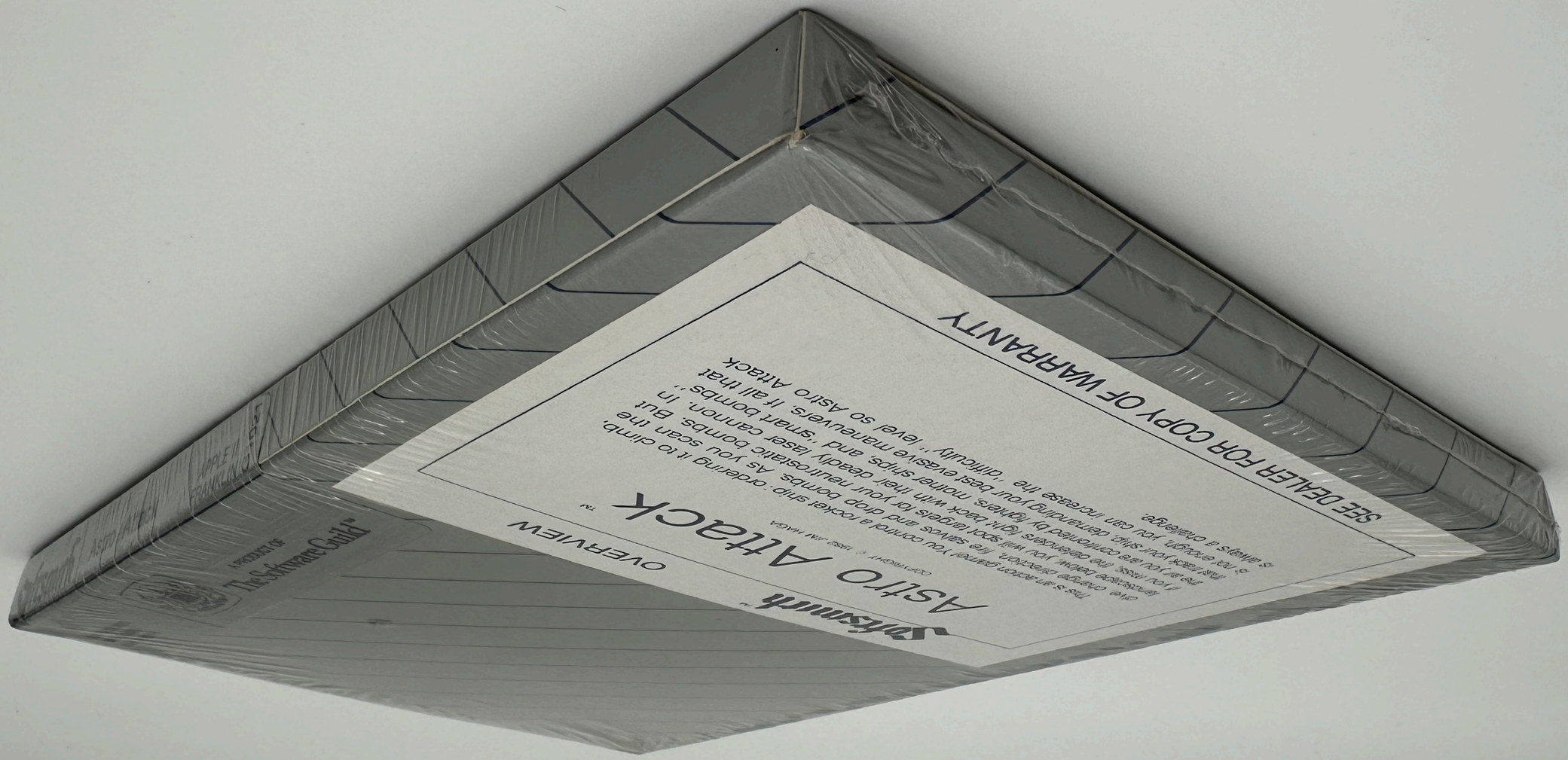
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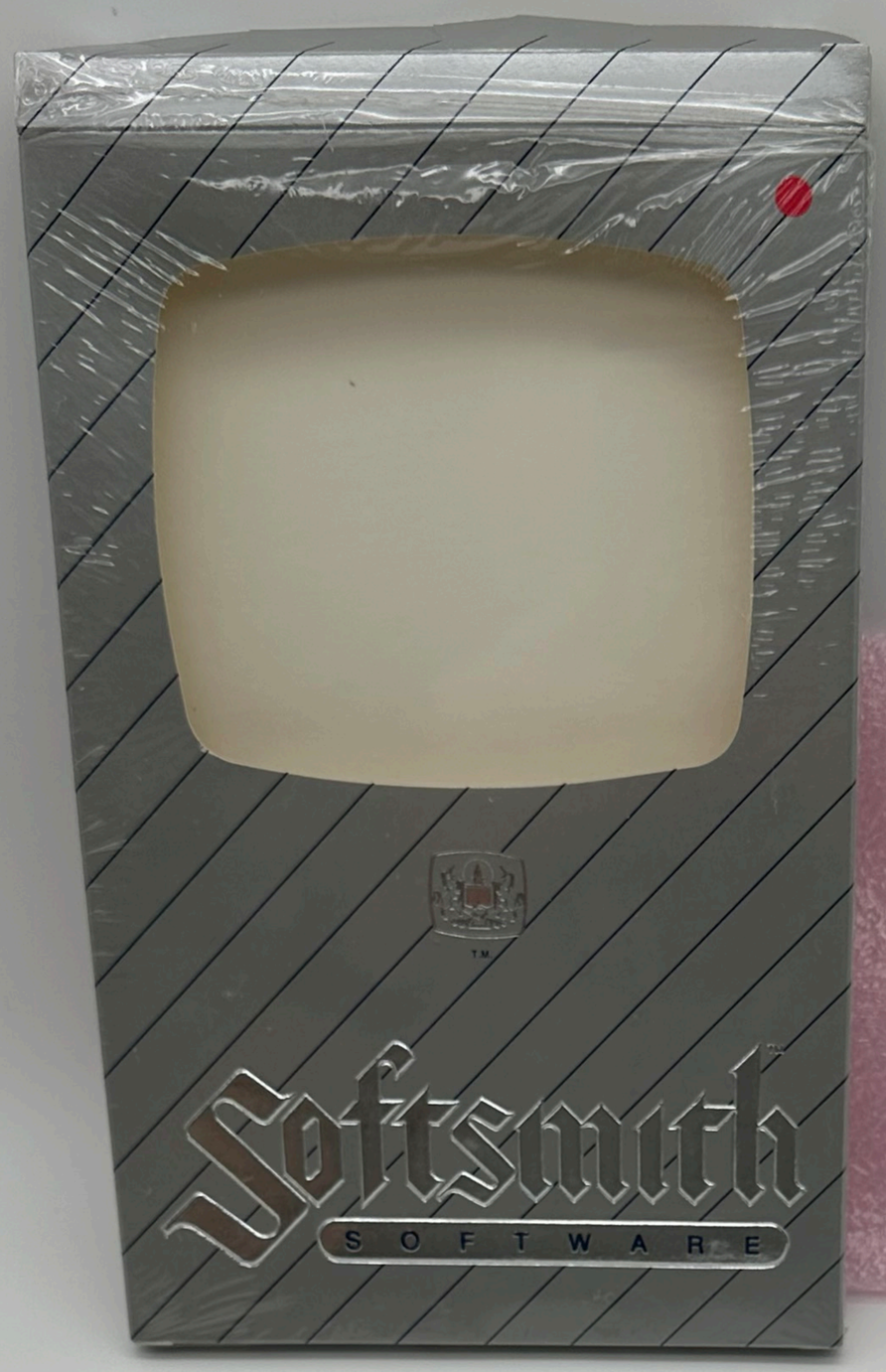

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IMPORTANT TIPS

Follow these tips to minimize problems in running this and many other programs on your microcomputer.

Handle your diskettes carefully *and hold them with your fingers on the labeled edge. Always keep them in their special sleeves while not in use.*

Do make sure the shift lock light is lit *if running this program on the Franklin Ace. This program recognizes only capital letters.*

Do not open the disk drive door while the "in-use" light is on. *This may damage your diskette and render it unusable.*

Do not press <CTRL-C> while the "in-use" light is on. *Results are unpredictable and damage to your program may result.*

Do not try to make a copy of this disk. *If during normal use something goes wrong with your diskette, please refer to the Warranty Message section of this manual.*

GETTING STARTED

To get started with Astro Attack simply follow these steps (this is called "booting"):

1. *Make sure that the power switch on the rear left of the computer is in the off position. Turn on your monitor.*

2. *Open the disk drive door by pulling out and up on its bottom edge. Slip the program diskette into drive #1 with your right thumb on the diskette's label. (The label will be up and will be the last edge of the diskette to enter the drive.)*

3. *When the diskette is entirely in the drive, close the drive door.*

4. *Turn the power switch to the on position. You will hear a "beep" from the computer and the "in-use" light on the disk drive will come on. This means that the program is loading.*

You will now see the Softsmith™ logo page and Astro Attack title page appear on the screen. If you don't, please try turning your computer off briefly, and then on again.

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ABOUT THE GAME

Astro Attack is an action game. On the screen you see one of the space ships under your command. Using keyboard controls you order it to climb, dive, change directions, fire salvos and drop bombs.

As your ship flies over the landscape below, you will notice industrialized areas. These cities are the targets for your neutrostatic bombs. But don't get too close because each city has a laser cannon and will try to shoot you down.

In the air you are confronted first by the drone fighters. They move slowly, but are deadly if you don't dodge or destroy them. Then comes the mother ship, attacking with vengeance. Most dangerous of all are the "smart bombs" that track your ship, demanding your best evasive maneuvers.

You will have to keep your eyes open and your fingers nimble in order to spot and hit the land targets, while still maintaining control over your airborne enemies. You get three chances per game. The more you play, the better you will get at racking up a high score.

PLAYING

First, properly "boot" the Astro Attack diskette according to the instructions under "Getting Started." The computer will ask you which difficulty level you wish to play. As a novice you should key in <1>. You will see your ship flying above enemy terrain. Press any key to begin the game.

Refer to the Keyboard Controls summary for information on how to control your aircraft. Use the fingers of your left hand to operate the <F> and <B> buttons. Try a few test shots. Note that pressing <F> fires your laser cannon, blasting anything ahead of you. Pressing <B> drops a bomb on the land below.

With your right hand you control the motion of the ship. Use your middle finger to press <RETURN>. The ship will move upward until it reaches the top of screen. With your index finger press </>. The ship will move downward until it reaches bottom. Get familiar with these up/down controls; you will need them for dodging and pursuing the enemy. To set your cruising altitude, press the <SPACE BAR> with your thumb. This stops the up/down motion of your ship.

To change the direction of your travel, press the <→> key. This applies right thrust to your rocket engines, causing the ship to slow down and fly off in the opposite direction. Likewise, if you now press the <←> key the ship will again change direction.

At the end of each game the computer will score your performance, and then invite you to play again. As you get better you will want to increase your "difficulty" skill level. For now, good luck and happy hunting.

KEYBOARD CONTROLS

<F>	fire laser cannon
<B>	bomb release
<RETURN>	move ship upwards
</>	move ship downwards
<SPACE BAR>	stop ship up/down movement
<←>	left rocket thrust
<→>	right rocket thrust

WARRANTY MESSAGE

Please take a moment to fill out and mail the enclosed Warranty Card. By having your name on file we will be able to provide better customer service, including information on program updates and replacement of damaged diskettes.

A great deal of effort has gone into preparing this program to operate smoothly and without "bugs." Should you have problems running your program, please contact the dealer where you purchased the software. They have the experience and service network to assist you.

Given normal use, it should not be possible to damage your diskette. Should your diskette (or the program on it) become damaged, please send it to us together with a short description of the problem. The Software Guild will replace your disk promptly, per warranty provisions.

The objective of The Software Guild is to provide the highest quality software products available. In order to improve our products wherever possible, we are happy to receive comments, criticism or praise. Write to us at:

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Astro Attack Manual V.1
December, 1982
Edited by The Software Guild

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